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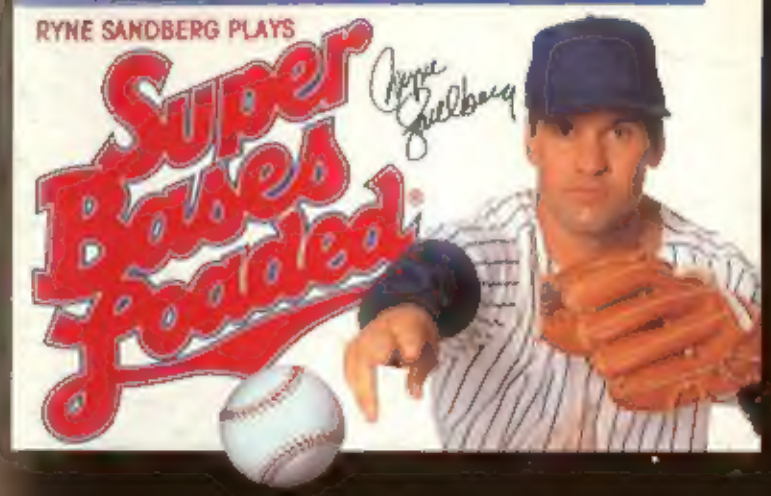
JALECO

RYNE SANDBERG PLAYS

Super Bases Loaded



INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

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WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO* HARDWARE SYSTEM OR GAME PAK.

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Here's what you get if you join:

- **WIN FREE GAMES**
  You'll be eligible to win free Jaleco games from our once-a-month drawings!
- **FIND OUT ABOUT NEW GAMES**
  Find out about new Jaleco games before they're released! Get in on special Jaleco promotions and contests! ***And more!***
- **TEST GAMES BEFORE THEY'RE RELEASED**
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- **YOU GET NUTTIN' IF YOU DON'T JOIN!**
  And there's only one way you can get in on all this good stuff — and all it's going to cost you is a few moments of your time and the price of a postage stamp!

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INTRODUCTION

Playball — like you've never played it before! This is the one — *Ryne Sandberg Plays Super Bases Loaded*, the crowning jewel in Jaleco's best-selling *Bases Loaded* series of games. You're about to experience the greatest graphics, the best sound, and the most awesome gameplay ever in a home baseball videogame. And we've also got the ultimate baseball challenge for you — to play the perfect game!

Super Bases Loaded features a centerfield camera point of view to make fielding more realistic. And we've made fielders much larger than they have been in any other*Bases Loaded* games. We've also added an EDIT team so that you can alter the statistics of the players. And of course you can make diving stops and leaping grabs, throw curves and changeups, make lineup changes, bunt, steal bases, and everything else you expect from a great baseball game.

And with *Super Bases Loaded*, winning the game is only part of the challenge of a one-player game against the computer. You won't beat *Super Bases Loaded* unless you play a perfect game against the toughest team we can throw at you. And in two-player head-to-head games, expect nothing less than exhilration! If you're anything like those of us at Jaleco who have played the game together, you'll scream at your player for making a bad throw, you'll taunt your opponent with biting sarcasm when his baserunner gets caught off third base, and you'll laugh together when your opponent scores seven runs in the bottom of the ninth to tie the game 15-15. We're pretty sure you're going to have a good time with this game — because we sure do!

And how does Ryne Sandberg fit into all of this? It's pretty simple. We can't think of a more perfect player to help us get across to you the idea that we think we have the perfect game (well, near perfect anyway). Ryne Sandberg is as close to perfect as any player in

baseball. Take fielding, for example. Sandberg has won eight Gold Glove awards. He shares the all-time record for the highest fielding percentage among second basemen. He holds the all-time record for most consecutive errorless games among second basemen. Or take hitting. Sandberg led the National League in homeruns in 1990 with 40. His career batting average is closing in on .290 and climbing. Or take baserunning. Sandberg has averaged about 30 stolen bases per season for his career. Your game will have to be as good as Ryne Sandberg's game in order for you to beat our game. And besides, Ryne Sandberg really does play video games, and he really does love *Super Bases Loaded*.

Jaleco and Ryne Sandberg want to know — can you play the perfect game?

OBJECT OF THE GAME
READ THIS OR YOU'LL STRIKE OUT!

Just score more runs than the other team, right? Only partly right! You not only have to beat the other team, you also must play the perfect game in doing so in order to beat *Super Bases Loaded*. The 130 game seasons you might be familiar with from previous *Bases Loaded* games for the NES® are gone, because we figured that, with a brand new Super NES®, you were ready for a brand new challenge in *Super Bases Loaded* — the ultimate challenge.

In one-player games, you're play is rated in 13 categories. Every time you mess up, the computer's rating system deducts a certain number of points from your starting total of 100 points. There are five levels of difficulty. Based on your rating, you can work your way up from playing a Level 1 team in the first game to playing higher level teams. You can even jump straight from playing a Level 1 team to playing a Level 5 team if you're good enough. Your ultimate goal is to defeat a Level 5 team *and* to get a perfect 100 rating! Any time you lose a game, regardless of the level of

your opponent, you'll be dropped back to Level 1. See the section entitled *The Rating System* for more details.

Note: There is a "slaughter" rule in *Super Bases Loaded*. When a team is ahead by nine runs or more in the bottom of any inning, the game is stopped at that point and the team with the big lead gets the win without having to finish the game.

GETTING STARTED

1. Place the *Super Bases Loaded* cartridge into your Super Nintendo Entertainment System® and turn on the unit. The title screen appears.

2. Choose a one-player game (1 PLAY), a two-player game (2 PLAY), a game you want to watch rather than play (WATCH), or EDIT (to change the statistics of the players on the EDIT team) by pressing any direction on the Control Pad or SELECT to position the little guy on the screen next to the choice you wish to make. If you don't make a selection within 10 seconds or so, the game goes into demo mode. To get back to the title screen from demo mode, press START.

3. Press START (or the A or B buttons).

4. The designated hitter option appears on the screen. Press up or down on the Control Pad (or SELECT) to position the character on the screen next to the choice you wish to make. If you want to use a designated hitter to bat for your pitcher, select ON. If you want your pitcher to bat for himself,select OFF. Then press START (or the A or B buttons).

5. Next, you are given the option to have music during the game or to turn the music off. Note that the sound effects will be audible during a game regardless of your choice. Press up or down on the Control Pad (or SELECT) to position the character on the screen next to the choice you wish to make. Then press START (or the A or B buttons).

6. A screen appears that explains that your goal is not only to outscore the opponent, but also to get a perfect rating of 100 against a Level 5 team. To move more quickly through this screen, press and hold the A or B buttons.

Also, note that between innings and after homeruns there are several screens with rotational effects, celebrations, fireworks, etc. They're impressive at first, but after awhile you might want to skip them and get on with the game. Just keep pressing the A button to skip screens until you reach the game again.

WATCHING GAMES

If you're really laid back, you can pick two teams and just watch 'em play by selecting WATCH from the title screen and then following the directions for choosing teams and lineups.

THE EDIT TEAM

Select EDIT from the title screen. The TEAM EDIT screen appears. For batters, you can change the hitter's name, batting average (from .150 to .350), homeruns (from 0 to 40), running speed (from 0 to 31 with 31 as the maximum), and position in the batter's box (left or right as indicated by "L" or "R"). For pitchers, you can change the pitcher's name, earned run average (from 1.50 to 6.60), stamina (A, B, or C with A indicating the greatest stamina), pitching speed (from 0 to 31 with 31 as the maximum), and throwing arm (left or right as indicated by "L" or "R"). The player's stats will appear on the right-hand side of the screen as their name is highlighted. We'll walk you through the process of changing a player's name and all of his statistics.

1. To change the name or stats of a player on the EDIT team, first press up or down on the Control Pad to highlight the player whose name or stats you wish to edit. To change a player's name, press right on the Control Pad while the player's name is highlighted. The first letter of the player's name changes color. To change the first letter, press up or down to cycle through the letters of the alphabet until the letter you want appears. Press right again to move to the next letter of the player's name and repeat the process, and so on until you have changed the name to your satisfaction. To change the player's stats when you've finished changing letters, press right until the player's batting average is highlighted. If you don't wish to change the stats, press the X button or the Y button.

2. To change a batting average, first make sure that "AV" is highlighted on the screen. If it is not, highlight the player's name whose average you wish to change and press the A button. "AV" now will be highlighted in addition to the player's name. Now press the A button or the B button. The player's batting average changes color. Press up on the Control Pad to raise a player's average or press down on the Control Pad to lower a player's average. When you've reached the desired average, press the X button or the Y button. Now press down on the Control Pad to move on to homeruns.

3. To change the number of homeruns, first make sure that "HR" is highlighted on the screen. If it is not, highlight the player's name whose homerun total you wish to change, press the A button, and press up or down on the Control Pad until "HR" is highlighted. Now press the A button or the B button. The player's homerun number changes color. Press up on the Control Pad to raise a player's homerun total or press down on the Control Pad to lower a player's homerun total. When you've reached the desired total, press the X button or the Y button. Now press down on the Control Pad to move on to the player's running speed.

4. To change running speed, first make sure that "RUN" is highlighted on the screen. If it is not, highlight the player's name whose running speed you wish to change, press the A button, and press up or down on the Control Pad until "RUN" is highlighted. Now press the A button or the B button. The player's run number changes color. Press up on the Control Pad to raise a player's running speed or press down on the Control Pad to lower a player's running speed. When you've reached the desired speed, press the X button or the Y button. Now press down on the Control Pad to move on to the player's orientation in the batter's box.

5. To change the batter's orientation in the batter's box, first make sure that "BOX" is highlighted on the screen. If it is not, highlight the player's name whose orientation you wish to change, press the A button, and press up or down on the Control Pad until "BOX" is highlighted. Now press the A button or the B button. The player's batting orientation changes color. Press up or down on the Control Pad to change to "L" or "R" depending on whether you want the hitter to bat left handed or right handed. Press the X button or the Y button.

6. Follow these same rules to change the pitchers' names, earned run averages, stamina, throwing speed, and arm.

7. When you've finished changing players' statistics, press the X button or the Y button as many times as necessary to highlight "END." Then press the A button. If you've highlighted "END" but want to go back to change more statistics, just press up on the Control Pad.

Go ahead, build yourself a team of .350 hitters capable of Ruthian homerun statistics and incredible speed and 100 mile-an-hour pitchers that never tire.

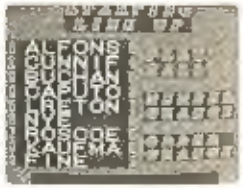
CHOOSING TEAMS

Press left or right on the Control Pad to highlight the team you want to use ("1P" appears under the highlighted team). Then press the A button to select that team. Note that the uniform colors for each team are shown as you cycle through the teams. Each team has a separate home uniform and road uniform. In a one-player game, your team is always the visiting team. In a two-player game, Player 1 is the visitor.

Next, choose the computer team (in a one-player game) or have Player 2 select a team (in a two-player game) in the same manner described above. There are 13 teams to choose from, including the EDIT team. See the section entitled *Team Rosters* for more details about each team.

Note that if you want to alter the EDIT team's player statistics, you must choose EDIT from the title screen and make the alterations *before* you select EDIT from the TEAM SELECT screen.

CHANGING YOUR LINEUP



After you select teams, the STARTING LINEUP screen appears. The current starting lineup appears on the left side of the screen, along with each player's position in the batting order (the number to the left of the player's name) and their position in the field (the number to the right of the player's name). If you don't want to change the default lineup, just press the A button. There are some awfully good players on the bench, so we advise you to make substitutions freely rather

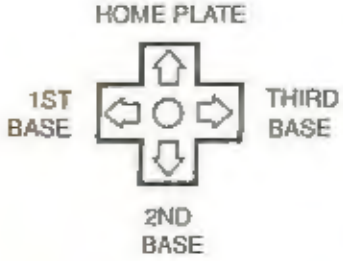
than simply accepting the default lineup presented to you.

To put bench players into the starting lineup, first press down on the Control Pad to highlight "MEMBER CHANGE." Press the A button. Now press up or down on the Control Pad to highlight the name of the player that you wish to remove from the lineup. Press the A button again. Next, press up or down on the Control Pad to view the other players available to fill the lineup spot. Note that a position player's homerun total, batting average, and batting orientation are displayed at the bottom of the screen. For pitchers, the earned run average and throwing arm are shown. When the name of the player you want in the lineup appears on the screen, press the A button. Repeat this process for any other players you wish to change in the lineup.

If you just want to swap two players' positions in the batting order without bringing in a new starter from the bench, press up or down on the Control Pad to highlight "ORDER CHANGE" and press the A button. Now press up or down to highlight the name of the first player you want to swap and press the A button again. A second (flashing) highlighter appears on the screen. (To cancel a swap at this point, press the X button or the Y button.) Press up or down to highlight the player whose position in the batting order you want to swap with the first player you selected. Press the A button. The two players change spots in the batting order.

When you've finished bringing in new starters and changing the batting order, press up or down to highlight "PLAY BALL" and press the A button.

A WORD ABOUT BASES AS THEY CORRESPOND TO THE CONTROL PAD

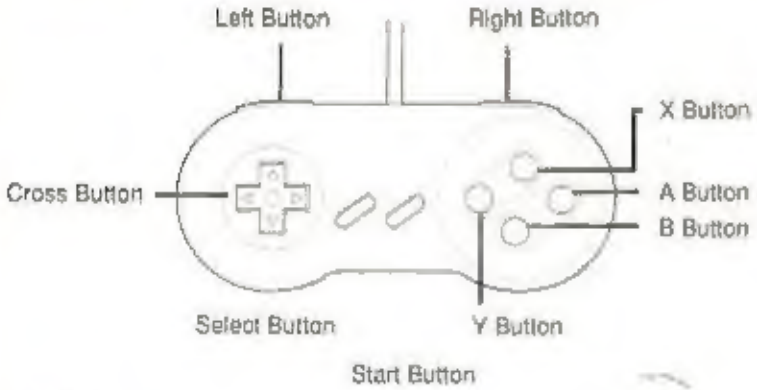


When using the Control Pad in conjunction with throwing or running the bases, keep in mind that up represents home plate, left represents first base, down represents second base, and right represents third base. Bases on the Control Pad are set up

In the same way as your on-screen point-of-view. You view the game from behind the fielders, so home plate is toward the top of the screen, first base toward the left, second base toward the bottom, and third base toward the right.

We call this to your attention because most baseball videogames are set up from the perspective of the batter, with home plate at the bottom, first base to the right, and so on. We changed the perspective, so we changed the controls accordingly. After you've played a few games, we're confident that it'll make perfect sense and you'll press the correct direction instinctively. Meanwhile, we hope you don't get frustrated!

CONTROLLER FUNCTIONS DURING A GAME



BATTING

SWING BAT LEVEL:	B BUTTON (press and hold)
SWING BAT HIGH:	UP & B BUTTON
SWING BAT LOW:	DOWN & B BUTTON
BUNT:	Y BUTTON (UP or DOWN optional)
CANCEL BUNT:	Y BUTTON
MOVE BATTER IN BATTER'S BOX:	LEFT or RIGHT BUTTONS (press and hold) & LEFT, RIGHT, UP, or DOWN on Control Pad

BASERUNNING

ADVANCE BASERUNNER:	CONTROL PAD (base headed for) & B BUTTON
RETURN TO BASE:	CONTROL PAD (base returning to) & Y BUTTON
STEAL BASE:	CONTROL PAD (base headed for) & A BUTTON (press and hold)

PITCHING

SELECT LOCATION:	CONTROL PAD (location pitch should go) - press and hold while starting windup
START WINDUP:	B BUTTON
SELECT SPEED OF PITCH:	UP during windup for fast, DOWN during windup for slow
ATTEMPT PICKOFF:	Y BUTTON followed by throw to base
MOVE PITCHER ON MOUND:	LEFT or RIGHT BUTTONS (press and hold) & LEFT or RIGHT on Control Pad

FIELDING & THROWING

MOVE FIELDER TOWARD BALL:	CONTROL PAD (direction headed for)
CATCH BALL:	Use CONTROL PAD to run fielder into path of ball
THROW BALL:	CONTROL PAD (base throwing to) & B BUTTON
DIVE FOR BALL:	CONTROL PAD (direction to dive) & Y BUTTON
LEAP FOR BALL:	Y BUTTON

MAKING SUBSTITUTIONS

CALL TIME:	START
BRING UP ROSTER:	A BUTTON while time is called
CANCEL SUBSTITUTION:	X or Y BUTTON from Roster Screen

OTHER

SKIP BETWEEN-INNING AND HOMERUN CELEBRATION SCREENS	A BUTTON

ON-SCREEN DISPLAYS

The inning, score, batter's position in the batting order, batter's name, batting average, and number of homeruns are displayed in the upper portion of the screen. The pitcher's name, earned run average, and current stamina are shown on the bottom portion of the screen. Note that after a pitcher has thrown a few innings, his stamina will decrease with every pitch. As his stamina decreases, so does his velocity. Pitches will begin to drop into the dirt. Curveballs will become "rainbow curves" and will no longer break sharply. In addition, rating points are deducted if you leave a tired pitcher in the game.

Also, when there are runners on base, an inset of the diamond appears above the information about the pitcher, with home plate at the top of the diamond, first base toward the left, second base toward the bottom, and third base toward the right. The inset shows the baserunners. When they appear to be running in place between pitches, it indicates that they are leading off the base.

THE RADAR SCREEN

When a ball is hit, a radar screen showing an inset of the diamond appears on the screen. This screen is useful for two purposes. It shows the position of baserunners (represented by orange circles). The radar screen also serves as an invaluable aid to fielding.

The batted ball is shown as a moving, solid white circle. The fielder closest to the ball is shown as a hollow circle in the dominant color of the defensive team's uniform. This circle also moves as the fielder moves. Use the radar screen to help you move fielders not yet shown on the screen toward the ball. This technique is most useful with balls hit to the outfield.

BATTING

MOVING THE BATTER IN THE BATTER'S BOX

To move the batter left, right, forward, or back in the batter's box, press and hold the left or right buttons (on the top of the Controller) and press left, right, down, or up on the Control Pad.

SWINGING THE BAT

To swing level, press and hold the B button as the pitch approaches the plate. Timing is everything. Keep in mind that when you press the B button, you start the batter's swing, but the bat won't be in a position to hit the ball until a split second later because, just as in real baseball, it takes a little time to bring the bat from its starting position to a position where it strikes the ball. When those of us at Jaleco first started to play *Super Bases Loaded*, we found it helpful to start the swing a little bit earlier than our instincts told us to allow time for the bat to come around.

You also can swing high or swing low. Press and hold up on the Control Pad and press the B button to swing high. Press and hold down on the Control Pad and press the B button to swing low.

BUNTING

To bunt, press the Y button as the pitch is delivered. You can move the bat up or down by pressing up or down on the Control Pad. To cancel the bunt (to take the pitch, for example), press the Y button again before the pitch crosses the plate.

BASERUNNING & STEALING BASES

ADVANCING BASES

When a ball is hit, the batter automatically runs to first. However, once he reaches first base, he's under your control. To advance to the next base, press and hold the direction on the Control Pad that corresponds to the next base (base headed for) and press the B Button. While it only takes one well-timed press of the B button to advance the runner while holding down the proper direction on the Control Pad, we've found that if you repeatedly press the B button while a baserunner approaches and rounds a base, you'll run less risk of your baserunner not getting the message and stopping. When you have more than one baserunner on base, you'll have to get each of them moving individually, so start your lead runner and then start any trailing runners. You can watch your baserunners moving around the bases on the radar screen.

RETURNING TO BASES

To send a baserunner back to a base, press and hold the direction on the

Control Pad that corresponds to the base your baserunner is returning to and press the Y button.

Be careful to send runners back to a base when the situation warrants it. For example, if you have a man on second with fewer than two outs and your batter hits a routine flyball, your baserunner just might head for third unless you stop him by sending him back to second. On line drives to infielders, baserunners are less adventurous and return to the base without your having to send them back.

To tag up on a flyball, you must first get your runner back to the base, then send him on his way after the ball is caught by following the instructions given in the section entitled *Advancing Bases*.

STEALING BASES

To steal a base, press and hold the direction on the Control Pad that corresponds to the base you wish to steal and press and hold the B button. You can watch your baserunner moving toward the base on the inset of the diamond that appears above the information about the pitcher whenever there are runners on base. To attempt a double steal, you'll have to start each baserunner separately. Start with the lead baserunner, then make the trailing baserunner take off.

PITCHING

Pitching can be as simple as pressing the A button — except the opposing team is going to start clobbering you if that's all you do. Pitching effectively involves several steps:

1. Move the pitcher to the location you want him to pitch from by pressing and holding the left or right button and then pressing left or right on the Control Pad.

2. Select the location of the pitch by pressing the appropriate direction on the Control Pad (including diagonals). For example, to throw a pitch high and outside to a right-handed batter, press the up-left diagonal. A low pitch requires that you press down. For an inside pitch (to a right-handed batter), press right, and so on.

3. While still holding down the desired location on the Control Pad, press the B button to start the windup.

4. You can increase the speed of the pitch by pressing up on the Control Pad after you've started the windup. For a slow pitch, press down on the Control Pad after you've started the windup. For a blazing fastball right down the middle, just press the B button to start the windup and then pressup on the Control Pad.

To attempt a pickoff, press the Y button (the screen will switch to the fielding perspective) and then quickly press and hold the direction on the Control Pad that corresponds to the appropriate base and press the B button to make the throw.

FIELDING AND THROWING

CATCHING A BALL

As soon as a ball is hit, a high, centerfield-based fielding perspective appears. To catch a ball, use the Control Pad to run your fielder into the path of the ball. You don't press any buttons to catch the ball unless you want to dive or leap. Just get in the ball's way and you'll catch it. Down moves a fielder back, up moves him forward, and obviously left moves him to the left and right moves him to the right.

To dive for a ball, press and hold the direction on the Control Pad that you want the fielder to dive and press the Y button. To leap for a ball, simply press the Y button and don't mess with the Control Pad (or the fielder will dive instead of leap).

THROWING THE BALL

Press and hold the direction on the Control Pad that corresponds to the base you want to throw to and press the B button to throw the ball.

MAKING SUBSTITUTIONS

To bring in a pinch hitter or a relief pitcher, press START to call time. Then press the A button to bring up the PINCH HITTER or CHANGE PITCHER screen. Press up or down on the Control Pad to highlight the name of the player that you want to bring into the game and press the A button. To exit the PINCH HITTER or CHANGE PITCHER screens without making a change, press the X or Y buttons.

THE RATING SYSTEM

The rating system, which is used only in a one-player game against the computer, is all important in *Super Bases Loaded*. During a game, your play is rated in 13 categories, and every time you make an error, strikeout, throw to an unmanned base, get picked off, etc., points are deducted from your starting score of 100.

If you lose a game, you won't get a rating and your next game will be against a Level 1 team, regardless of the level you just lost at. If you win a game, two rating screens are presented to you. The first rings up your total rating and tells you the level number of the team you'll play next. Next, a screen appears that shows you the specific rating categories so you can see where you lost (or gained) points. The screen also gives you advice about how to increase your rating.

When you're finished looking at this screen, press the A button to continue in the quest for your ultimate goal — to defeat a Level 5 team with a perfect rating of 100. Here's how the rating corresponds to the five levels:

RATING	LEVEL
90 or higher	5
80 or higher	4
70 or higher	3
60 or higher	2

If you score 90 or better in a Level 1 game, you'll move all the way to Level 5 for your next game. In other words, you don't have to move up one level at a time. If your rating after a victory falls below the minimum rating for the level you just played, you'll be dropped to a lower level for your next game.

Higher level teams are a lot tougher to beat than lower level teams. At higher levels, the computer team is more aggressive on the basepaths. They don't blow the rundowns the way they do in Level 1. The fielders get to the gaps much more quickly so hits are harder to come by. They throw the ball instantly after catching it (unlike Level 1 in which the fielders are a bit thick-headed about where to throw). The pitchers are tougher. Our

experience tells us that you'll have a lot of high scoring games at Level 1 with lots of hitting. By contrast, Level 5 games generally are low-scoring affairs.

You'll need to know what areas of your game are being watched, so here's a list of the 13 rating categories and their point values:

CATEGORY	POINT VALUE
1. Making an error	-3
2. Failing to throw on an attempted steal	-3
3. Allowing an inside-the-park homerun	-3
4. Throwing to an unmanned base	-3
5. Leaving a tired pitcher in the game	-3
6. Forcing in a run with a base on balls	-3
7. Allowing more than three runs in an inning	-3
8. Allowing a walk or hitting a batter	-3
9. Striking out	-3
10. Getting caught stealing	-3
11. Getting picked off (or doubled off a base)	-3
12. Making a great play	+2
13. Bonus	+1

TEAM ROSTERS

A list of all of the players and their statistics follows. *Super Bases Loaded* does not keep track of statistics generated as you play games. The statistics given in the following charts are meant only as a guideline to help you get a general idea of what to expect from each player. If you keep track of statistics from games you play, you may discover that players perform either better or worse than their statistics indicate in the following charts. A lot depends on your skill as a player.

Note that position numbers listed in the team charts refer to the following positions: 1=Pitcher; 2=Catcher; 3=1st Baseman; 4=2nd Baseman; 5=3rd Baseman; 6=Shortstop; 7=Left Fielder; 8=Center Fielder; 9=Right Fielder. With regard to the statistics given in the charts, in general, the higher the number, the greater the skill of the player in the category. The exception to this is EARNED RUN AVERAGE (ERA). Lower earned run averages are desirable because they indicate that a pitcher allows fewer runs. When letters are given to indicate a skill level, "A" indicates maximum skill. Pitchers have two stamina ratings. One applies when you use a DH, and one applies when you don't use the DH.

Also note that, among pitchers batting statistics are only given for the starting pitcher. While there are minor differences in pitchers baserunning speed, all pitchers have a .150 batting average

THE TEAMS

A = ATLANTA AMOEBAS

THE STARTING LINEUP

PLAYER NAME	LINEUP NO D-H	LINEUP W D-H	HOME RUNS	BATTING AVERAGE	RUNNING SPEED	BATTING HAND	FIELD POSITION
HENRIE	1	1	3	259	0	R	4
FAVRE	2	2	8	268	9	R	6
GAGE	3	3	4	327	3	L	9
K BOR	4	4	20	303	7	R	7
TAMBUR	5	5	25	300	8	R	8
BECK	6		8	289	7	L	5
GLAZER	7	7	22	287	7	L	3
PAYNE	8	8	13	273	5	R	2
BONDS	9	P	0	150	5	R	1

THE BENCH

PLAYER NAME	LINEUP NO D-H	LINEUP W D-H	HOME RUNS	BATTING AVERAGE	RUNNING SPEED	BATTING HAND	FIELD POSITION
DIAS	?	?	4	249	9	R	?
SHERAKO	?	?	3	273	0	R	?
[illegible]OLY	?	9	25	300	2	R	LH
OHAHA	?	?	30	233	0	R	?
B DAS	?	?	40	31	0	L	?
TOLOA	?	?	7	254	6	R	?
WOOLEY	?	?	0	200	8	R	?
JANSON	?	6	5	284	5	L	?
ROSS	?	?	2	209	9	R	?

THE PITCHING STAFF

PLAYER NAME	E.R.A.	PITCHING SPEED	THROWING ARM	THROWING STYLE	STAMINA NO D-H	STAMINA W D-H
PERRY	3.58	98	L	OVER	E	A
WEST	2.50	98	R	OVER	A	A
SHARD	3.20	98	R	OVER	E	C
HENTER	2.70	95	R	OVER	B	B
JOEL	2.90	93	R	OVER	E	B
JARVIS	3.02	98	R	OVER	D	C
LEWIS	3.96	98	R	OVER	B	A
BONDS	2.16	98	R	SIDE	A	A

B = BOSTON BUZZARDS

THE STARTING LINEUP

PLAYER NAME	LINEUP NO D-H	LINEUP W D-H	HOME RUNS	BATTING AVERAGE	RUNNING SPEED	BATTING HAND	FIELD POSITION
ALFONS	1	1	16	287	10	R	6
CUNLIFF	2	2	3	301	0	R	4
LRETON	3	6	6	264	8	R	8
RIVING	4	5	25	300	3	L	3
FRIED	5	3	25	313	2	R	7
BUCHAN	6		10	259	3	R	9
ROSCOE	7	7	7	294	9	R	5
KAUFMA	8	8	3	265	3	R	2
FINE	9	P	0	150	3	R	1

THE BENCH

PLAYER NAME	LINEUP NO D-H	LINEUP W D-H	HOME RUNS	BATTING AVERAGE	RUNNING SPEED	BATTING HAND	FIELD POSITION
SACHS	?	?	0	284	3	L	?
FLYNN	?	?	0	250	4	L	?
NYE	?	9	11	268	2	L	DH
CORTEZ	?	?	20	300	0	R	?
UMARS	?	?	40	323	0	R	?
UTTER	?	?	5	200	2	R	?
TOBINO	?	?	5	250	3	R	?
YORK	?	?	5	250	5	R	?
CAPUTO	?	4	17	283	9	L	?

THE PITCHING STAFF

PLAYER NAME	E.R.A.	PITCHING SPEED	THROWING ARM	THROWING STYLE	STAMINA NO D-H	STAMINA W D-H
GUIDO	3.24	98	R	OVER	A	A
PACOS	4.38	93	R	OVER	E	B
PAGE	3.16	98	L	OVER	B	A
GREENE	3.96	98	L	OVER	C	A
ROSA	2.62	98	R	OVER	E	C
GROSS	2.56	93	R	SIDE	D	B
BIRD	3.28	95	R	OVER	E	C
FINE	3.52	98	R	OVER	A	A

C = CHICAGO CYCLOPS

THE STARTING LINEUP

PLAYER NAME	LINEUP NO D-H	LINEUP W D-H	HOME RUNS	BATTING AVERAGE	RUNNING SPEED	BATTING HAND	FIELD POSITION
RUTKOS		1	1	303	9	L	6
MURPHY	2		4	288	5	R	4
NEWKIRK	3	9	7	277	7	L	DH
STANLEY	4	4	34	290	2	R	3
LOWREY	5	3	26	303	2	L	7
JUDY	6	5	27	269	3	R	5
VOLGER	7	8	20	274	2	L	9
DAMATO	8	6	7	250	3	R	2
WILSON	9	P	0	50	2	R	

THE BENCH

PLAYER NAME	LINEUP NO D-H	LINEUP W D-H	HOME RUNS	BATTING AVERAGE	RUNNING SPEED	BATTING HAND	FIELD POSITION
WHITE	?	?	2	245	3	L	?
SHEPPARD	?	?	3	212	2	R	?
PRICE	?	?		207	6	R	?
DOLDER	?	2	12	249	5	R	?
SLATER	?	?	30	333	0	L	?
CARSON	?	?	40	3	0	R	?
GREGOR	?	?	0	229	2	R	?
MATHEW	?	?	2	271	3	R	?
GILLIS	?	?	4	250	10	R	?

THE PITCHING STAFF

PLAYER NAME	E.R.A.	PITCHING SPEED	THROWING ARM	THROWING STYLE	STAMINA NO D-H	STAMINA W D-H
ACKER	5.20	98	R	OVER	E	A
BAILEY	3.54	95	L	OVER	A	A
KUZAR	3.60	86	R	OVER	E	C
GRECO	3.88	93	L	OVER	E	B
WESTN	3.50	98	R	OVER	B	B
SCOTT	4.10	96	R	OVER	B	A
BONDI	3.24	93	R	OVER	C	A
WILSON	3.26	98	R	OVER	A	C

N = NEW YORK MERCS

THE STARTING LINEUP

PLAYER NAME	LINEUP NO D-H	LINEUP W D-H	HOME RUNS	BATTING AVERAGE	RUNNING SPEED	BATTING HAND	FIELD POSITION
SULVAN	1	2	2	226	3	R	6
GELMAN	2	6	4	259	9	L	7
VASTA	3	3	10	323	9	L	4
DONAHU	4	5	17	326	3	R	9
BECKER	5	4	25	300	2	L	8
KITZIE	6		1	309	3	R	3
WASSER	7	7	4	264	6	R	5
MULLER	8		3	203	2	R	2
CARTER	9	P	0	150	2		

THE BENCH

PLAYER NAME	LINEUP NO D-H	LINEUP W D-H	HOME RUNS	BATTING AVERAGE	RUNNING SPEED	BATTING HAND	FIELD POSITION
ABNER	?	9	5	310	3	R	DH
TUCKER	?	?	2	281	5	R	?
FINK	?	?	2	25	2	R	?
FLOOD	?	?	1	276	5		
ELAIS	?		4	310	9	R	?
PANDA	?	?	20	300	0	R	?
MESSNO	?	?	40	333	0	R	?
WILSON	?	8	3	299	2	R	?
WALKER	?	?	2	283	2	R	?

THE PITCHING STAFF

PLAYER NAME	E.R.A.	PITCHING SPEED	THROWING ARM	THROWING STYLE	STAMINA NO D-H	STAMINA W D-H
DARCY	2.15	98	R	OVER	E	C
SHOTZ	3.78	92	L	OVER	C	A
CORY	3.30	98	R	OVER	D	C
HODGES	6.08	93	R	OVER	D	B
SNYDER	4.65	89	R	OVER	D	A
PHILIP	3.78	93	L	SIDE	D	B
KING	3.92	88	R	OVER	A	A
CARTER	3.50	98	R	OVER	A	A

P = PHILADELPHIA HAWKS

THE STARTING LINEUP

PLAYER NAME	LINEUP NO D-H	LINEUP W D-H	HOME RUNS	BATTING AVERAGE	RUNNING SPEED	BATTING HAND	FIELD POSITION
NEVITS	1	1	6	279	9	R	9
ROTHMA	2		4	237	9	R	8
ABLE	3	3	3	303	5	R	6
[illegible]	4	5	30	300		R	4
O'RILY	5	4	25	3[illegible]3	3	R	3
NYER	6	2	8	283	5	L	[illegible]
MULVEY		7	6	300	3	R	5
MORROW	8	8	3	250	2	R	2
FOX	9	[illegible]	0	50	2	R	

THE BENCH

PLAYER NAME	LINEUP NO D-H	LINEUP W D-H	HOME RUNS	BATTING AVERAGE	RUNNING SPEED	BATTING HAND	FIELD POSITION
FILSON	?	?	7	250	5	R	?
MANTER	?	9	8	244	2	L	DH
ERVING	?	6		292	3	L	
REAVES	?	?	40	[illegible]	[illegible]	R	
EASTON	?	?	20	350	[illegible]	L	?
SYKES	?	?		50	3	R	?
VERONA	?	?	3	300	3	R	?
SINGER	?	?	4	250	5	R	?
AGAIR	?	?	2	228	[illegible]	R	?

THE PITCHING STAFF

PLAYER NAME	E.R.A	PITCHING SPEED	THROWING ARM	THROWING STYLE	STAMINA NO D-H	STAMINA W D-H
MARX	4.06	98	R	OVER	E	B
STONE	3.60	88	R	OVER	B	A
PUSH	3.32	86	R	OVER	E	C
LAWSON	4.04	97	L	OVER	D	B
GANTOS	3.[illegible]6	88	R	UNDER	D	A
MORRIS	4.04	98	R	OVER	A	A
CAR	4.[illegible]5	98	R	OVER	E	C
FOX	4.18	98	R	OVER	A	A

W = WASHINGTON WEASELS

THE STARTING LINEUP

PLAYER NAME	LINEUP NO D-H	LINEUP W D-H	HOME RUNS	BATTING AVERAGE	RUNNING SPEED	BATTING HAND	FIELD POSITION
LEFF	1		2	270	9	R	9
AMADIO	2		9	304	9	R	8
HART	3	4	30	300	3	L	8
SILBUR	4	3	20	265	5	R	4
FOSTER	5	5	25	310	5	L	3
STEVEN	6	6	28	250	9	R	5
SHEA	7	2	17	304	5	R	7
ANDERS	8	8	5	235	2	R	2
DAVID	9	P	0	150	2	R	

THE BENCH

PLAYER NAME	LINEUP NO D-H	LINEUP W D-H	HOME RUNS	BATTING AVERAGE	RUNNING SPEED	BATTING HAND	FIELD POSITION
GLASS	?	7	11	280	3	L	?
ENNIS	?	9	4	209	9	R	DH
NIER	?	?	35	320	0	L	?
RADSON	?	?	40	300	0	R	?
SANNER	?	?	2	200	2	R	?
WOODS	?	?	0	200	2	R	?
SHERM	?	?	0	347	5	R	?
HESHER	?	?	1	252	8	R	?
DRABER	?	?	3	261	8	L	

THE PITCHING STAFF

PLAYER NAME	E.R.A.	PITCHING SPEED	THROWING ARM	THROWING STYLE	STAMINA NO D-H	STAMINA W D-H
ALLEN	4.92	93	R	OVER	E	B
KNAPP	3.00	93	L	OVER	C	B
SETHER	3.25	93	L	OVER	B	A
KNIGHT	3.50	98	L	OVER	E	A
MORGAN	2.30	98	R	SIDE	D	B
FENNER	4.60	98	R	OVER	A	A
FINN	2.48	98	L	OVER	D	C
DAVID	4.90	98	R	SIDE	E	C

H = HAWAII SLANDERS

THE STARTING LINEUP

PLAYER NAME	LINEUP NO D-H	LINEUP W D-H	HOME RUNS	BATTING AVERAGE	RUNNING SPEED	BATTING HAND	FIELD POSITION
FUNZ	1	1	3	266	9	R	4
PARD	2	2	2	267	9	R	9
WOLFORD	3	3	35	256	10	R	8
WOODS	4	4	37	307	5	R	3
MOGICA	5	5	42	263	2	L	7/DH
MILLER	6	6	8	298	8	R	5
PICKENS	7	8	1	281	9	R	2
TOPPA	8	7	6	239	5	R	6
COOK	9	P	0	150	0	R	1

THE BENCH

PLAYER NAME	LINEUP NO D-H	LINEUP W D-H	HOME RUNS	BATTING AVERAGE	RUNNING SPEED	BATTING HAND	FIELD POSITION
MOLLER	?	?	1	2??	2	L	?
KELLY	?	8	1	260	5	L	?
BAER	?	?	0	0	2	L	?
VEALY	?	?	2	270	2	L	?
WELLS	?	?	30	300	0	R	?
GRANT	?	?	30	300	0	L	?
BARBER	?	?	0	200	3	R	?
FLETCH	?	?	2	200	2	R	?
CAROL	?	?	0	270	9	R	?

THE PITCHING STAFF

PLAYER NAME	E.R.A	PITCHING SPEED	THROWING ARM	THROWING STYLE	STAMINA NO D-H	STAMINA W D-H
TANNO	3.15	93	L	OVER	B	A
WAXMAN	3.50	90	R	OVER	D	C
BETTIS	84	98	R	OVER	E	B
HINNER	3.54	98	R	OVER	A	A
CRAINE	3.38	98	R	OVER	A	A
VICK	3.00	93	R	SIDE	E	C
WALTON	3.94	98	R	OVER	E	B
COOK	2.96	93	R	OVER	A	A

K = KANSAS CITY KINGS

THE STARTING LINEUP

PLAYER NAME	LINEUP NO D-H	LINEUP W D-H	HOME RUNS	BATTING AVERAGE	RUNNING SPEED	BATTING HAND	FIELD POSITION
LYNN	1	1	27	284	8	R	5
LEIGH	2	2	1	241	2	R	4
PATTON	3	3	7	307	2	R	3
BAKER	4	4	27	273	2	R	7/D
SIMON	5	5	37	285	6	L	9
COURB	6	6	12	263	3	R	2
BONNER	7	7	3	231	3	R	8
ELKIN	8	9	5	260	8	R	6
RYAN	9	P	0	150	0	L	1

THE BENCH

PLAYER NAME	LINEUP NO D-H	LINEUP W D-H	HOME RUNS	BATTING AVERAGE	RUNNING SPEED	BATTING HAND	FIELD POSITION
BAUM	?	?	0	286	3	R	?
RAMOS	?	6	6	246	4	L	
FELDER	?	?	3	289	6	R	?
SHOCK	?	?	1	331	6	L	?
HARPER	?	?	30	333	0	L	?
DENNIS	?	?	40	300	0	R	?
CONWAY	?	?	6	248	2	R	?
DAGGET	?	?	0	250	3	R	?
HARPER	?	?	1	238	5	R	?

THE PITCHING STAFF

PLAYER NAME	E.R.A.	PITCHING SPEED	THROWING ARM	THROWING STYLE	STAMINA NO D-H	STAMINA W D-H
CARTER	3.50	98	L	OVER	E	B
BAER	4.12	93	L	OVER	B	A
PATSON	3.18	98	R	UNDER	D	C
MILLS	4.80	93	R	OVER	B	A
BLACK	3.74	98	R	OVER	B	A
SAKO	4.10	98	R	OVER	E	C
WILLIS	2.94	98	L	OVER	E	B
RYAN	4.02	93	L	OVER	E	A

L = LOS ANGELES LIZARDS

THE STARTING LINEUP

PLAYER NAME	LINEUP NO D-H	LINEUP W/D-H	HOME RUNS	BATTING AVERAGE	RUNNING SPEED	BATTING HAND	FIELD POSITION
BERMAN	1	1	18	.287	5	R	6
JONES	2	2	0	.283	9	R	4/DH
GENTZ	3	3	25	.300	2	R	7
BACA	4	4	35	.278	2	L	9
SHAB	5	5	11	.253	8	R	5
DAVIDS	6	6	11	.268	2	R	3
WRIGHT	7	9	2	.244	8	L	8
STRICK	8	8	9	.244	3	R	2
HUNT	9	P	0	.150	0	R	1

THE BENCH

PLAYER NAME	LINEUP NO D-H	LINEUP W/D-H	HOME RUNS	BATTING AVERAGE	RUNNING SPEED	BATTING HAND	FIELD POSITION
SANZO	?	?	6	.262	6	L	?
GILSON	?	?	10	.264	5	R	?
NEWTON	?	?	0	.261	3	L	?
ECKERS	?	?	40	.300	0	L	?
HALPER	?	?	20	.350	0	L	?
SMALL	?	?	0	.200	3	R	?
DUNN	?	?	1	.250	2	R	?
JUSTIN	?	?	4	.290	3	L	?
BRENT	?	?	4	.248	5	L	?

THE PITCHING STAFF

PLAYER NAME	E.R.A.	PITCHING SPEED	THROWING ARM	THROWING STYLE	STAMINA NO D-H	STAMINA W/D-H
WALSH	3.62	86	L	SIDE	D	B
TUCKER	2.70	98	R	OVER	D	C
BARDO	3.10	98	R	OVER	C	B
MEYERS	3.10	98	R	OVER	F	A
JENSON	3.46	93	L	OVER	C	A
ROSEN	2.96	93	R	OVER	C	A
MANLEY	4.06	93	R	OVER	E	C
HUNT	3.88	96	R	OVER	A	A

S = SEATTLE STORM

THE STARTING LINEUP

PLAYER NAME	LINEUP NO D-H	LINEUP W/D-H	HOME RUNS	BATTING AVERAGE	RUNNING SPEED	BATTING HAND	FIELD POSITION
WINTON	1	1	10	.327	5	R	8
CAMBER	2	2	20	.314	9	R	4
BEALE	3	3	29	.245	2	L	7
LYONS	4	4	22	.300	5	R	6
OTT	5	5	24	.303	2	L	3/DH
CARLIN	6	6	22	.270	2	R	9
DULSEY	7	7	17	.274	5	R	5
HARMS	8	8	12	.301	2	R	2
ANDERS	9	P	0	.150	0	R	1

THE BENCH

PLAYER NAME	LINEUP NO D-H	LINEUP W/D-H	HOME RUNS	BATTING AVERAGE	RUNNING SPEED	BATTING HAND	FIELD POSITION
REINER	?	?	6	.292	3	L	?
VANDOR	?	?	3	.217	3	R	?
YOUNG	?	?	3	.285	4	L	?
BRADY	?	?	10	.300	0	R	?
CRIBBS	?	?	30	.333	0	L	?
GERARD	?	?	4	.236	2	R	?
SPEARS	?	?	2	.250	3	R	?
KRAFT	?	?	2	.243	3	L	?
EPHROM	?	?	2	.200	3	R	?

THE PITCHING STAFF

PLAYER NAME	E.R.A.	PITCHING SPEED	THROWING ARM	THROWING STYLE	STAMINA NO D-H	STAMINA W/D-H
HUNT	4.04	93	L	OVER	E	B
WATTS	4.62	98	L	OVER	A	A
GIBBS	5.26	98	R	OVER	E	A
MILES	3.35	98	R	OVER	E	C
WATERS	5.04	88	L	OVER	C	A
RENNOR	4.58	88	R	OVER	E	B
TATE	3.10	98	L	OVER	D	C
ANDERS	2.90	98	R	OVER	A	A

T = TEXAS TORNADOS

THE STARTING LINEUP

PLAYER NAME	LINEUP NO D-H	LINEUP W/D-H	HOME RUNS	BATTING AVERAGE	RUNNING SPEED	BATTING HAND	FIELD POSITION
MALVOE	1	1	3	.338	10	R	8
LAINO	2	2	6	.292	6	L	4
MCFEE	3	3	21	.343	5	L	3
MARCUS	4	4	33	.311	2	R	2
FALLON	5	5	18	.265	3	R	5
GROGAN	6	6	2	.215	8	L	9
FORGE	7	7	2	.250	8	R	7
POTTER	8	8	9	.271	7	R	6
KRAMER	9	P	0	.150	0	R	1

THE BENCH

PLAYER NAME	LINEUP NO D-H	LINEUP W/D-H	HOME RUNS	BATTING AVERAGE	RUNNING SPEED	BATTING HAND	FIELD POSITION
WEBB	?	?	1	.250	2	L	?
MUNOZ	?	?	3	.250	3	L	?
MADDEN	?	?	20	.320	0	R	?
BARON	?	?	30	.330	0	R	?
OLIVER	?	6	5	.227	3	R	?
BALZAK	?	?	0	.200	9	R	?
BANKS	?	?	1	.200	3	R	?
EMILIO	?	?	1	.220	5	R	?
CARLOS	?	?	0	.200	3	R	?

THE PITCHING STAFF

PLAYER NAME	E.R.A.	PITCHING SPEED	THROWING ARM	THROWING STYLE	STAMINA NO D-H	STAMINA W/D-H
WALLS	4.22	96	R	OVER	B	A
MAJOR	3.78	96	R	OVER	A	A
TUNNEY	4.82	98	R	SIDE	D	B
ROBERT	3.18	88	R	OVER	D	C
NEWTON	4.44	93	L	OVER	E	B
UNSEL	3.24	98	R	3/4	D	C
PEREZ	3.98	88	L	OVER	A	A
KRAMER	3.26	96	R	OVER	A	A

U = UTAH STARS

THE STARTING LINEUP

PLAYER NAME	LINEUP NO D-H	LINEUP W/D-H	HOME RUNS	BATTING AVERAGE	RUNNING SPEED	BATTING HAND	FIELD POSITION
CRUIX	1	1	14	.273	9	L	8
BELAMY	2	2	5	.255	0	R	4
MORAN	3	3	20	.300	1	R	5
ANSON	4	4	31	.280	1	R	9/DH
MERTZ	5	5	25	.300	1	L	3
CALLIF	6	6	20	.258	2	R	7
LEMON	7	9	5	.260	8	R	8
SHAKLY	8	7	7	.311	3	L	2
LARKER	9	P	0	.150	0	L	1

THE BENCH

PLAYER NAME	LINEUP NO D-H	LINEUP W/D-H	HOME RUNS	BATTING AVERAGE	RUNNING SPEED	BATTING HAND	FIELD POSITION
SAMSON	?	8	8	.304	6	L	?
PLUMB	?	?	8	.313	5	L	?
MARSH	?	?	30	.333	0	R	?
GARRET	?	?	10	.300	0	R	?
FAUST	?	?	2	.250	3	R	?
PAYTON	?	?	3	.357	3	R	?
STRICK	?	?	2	.285	8	R	?
ZWICK	?	?	12	.211	5	R	?
HARLAN	?	?	5	.270	5	R	?

THE PITCHING STAFF

PLAYER NAME	E.R.A.	PITCHING SPEED	THROWING ARM	THROWING STYLE	STAMINA NO D-H	STAMINA W/D-H
TILLIS	4.70	98	R	OVER	B	C
BELTON	5.78	96	R	OVER	E	A
KLING	3.50	93	R	OVER	E	B
CORBIN	3.80	85	R	OVER	C	A
MURRAY	4.06	93	R	OVER	D	A
LUNDT	4.94	89	L	SIDE	E	B
STAVER	2.39	98	R	UNDER	D	C
LARKER	5.10	95	L	OVER	B	A

E = EDIT

THE STARTING LINEUP

PLAYER NAME	LINEUP NO D-H	LINEUP W/D-H	HOME RUNS	BATTING AVERAGE	RUNNING SPEED	BATTING HAND	FIELD POSITION
ZINSKI	1	1	13	2.73	5	R	8
RUIZ	2	2	9	2.88	9	R	6
BREWER	3	3	8	2.89	7	L	9
CROSBY	4	4	5	2.84	5	L	7
NORMAN	5	5	22	2.67	7	L	5
SHARP	6	6	3	2.59	10	R	4
BENSON	7	7	14	3.27	3	L	3
BELTON	8	8	20	3.03	7	R	2
PAUL	9	P	0	1.50	2	R	0

THE PITCHING STAFF

PLAYER NAME	E.R.A.	PITCHING SPEED	THROWING ARM	THROWING STYLE	STAMINA NO D-H	STAMINA W/D-H
GARCIA	3.24	93	L	3/4	C	A
CROFT	3.18	88	R	UNDER	A	A
PAUL	2.90	98	R	OVER	A	A

GAME TIPS — THE JALECO *MAJOR PLAYER'S HOTLINE*

If there's something you don't understand about your new Jaleco game, or if you're having problems with your cartridge, or if you're just plain stuck, you're welcome to call the Jaleco *Major Player's Hotline* between the hours of 8:30AM and 5:00PM Central time Monday through Friday (except holidays). One of our friendly game counselors will be happy to give you tips or help you out with any problems you're having. Here's the number to call:

708-480-7733

Note: Normal telephone charges apply when you call the hotline number. It is not a toll-free call. Kids: get your parent's or guardian's permission to call before dialing the Jaleco *Major Player's Hotline*!